

Claims

Sub A1

1. A handheld apparatus for recording and reporting golf information in a manner tending to increase a player's ability to improve from experience, the apparatus comprising:

5

a comfortably handheld, self-contained computer unit having a memory, a power source and a generally-writable display for selectively displaying a plurality of informational screens and associated data stored in the memory;

10

key entry means for retrieving and selectively displaying the screens from the memory on the display, and for retrieving and selectively recording the associated data with each screen.

15

2. Apparatus as defined in claim 1 wherein the key entry means include first key means for selectively displaying screens, second field select key means for choosing a particular field on the displayed screen, and third value select key means for displaying and selectively recording or altering data in the field chosen with the second field select key.

20

Sub F3

3. Apparatus as defined in claim 1, wherein the first key means further includes entry means for changing screens in sequential fashion, and choice means for non-sequential selection or changing of screens.

25

4. Apparatus as defined in claim 2 wherein the second field select key means comprise two tab keys for moving in opposite directions through the fields on the displayed screen.

5 5. Apparatus as defined in claim 2 wherein the third value select key means comprise two scroll keys for scrolling in opposite directions through a set of stored values associated with a field on the displayed screen.

Sub F4

10 6. Apparatus as defined in claim 3 wherein the choice means is screen-dependent to provide a customized set of screen-changing options for the displayed screen.

15 7. Apparatus as defined in claim 1, wherein the screens stored in the memory comprise one or more pre-game parameter recording screens, one or more game-interactive recording screens; and one or more post-game statistic report screens.

8. Apparatus as defined in claim 7, wherein the screens further include one or more game-interactive fact report screens.

20 9. Apparatus as defined in claim 7, wherein the screens further include one or more game-interactive golf advice screens.

(sub a2)

10. A method for recording and reporting golf information in a manner tending to increase a player's ability to improve from experience, comprising the following steps:

5 storing a plurality of pre-game, game-interactive and post-game information screens in the memory of a handheld computer unit having a generally writable display capable of selectively displaying one or more of the screens;

10 displaying in sequential fashion one or more pre-game screens and prompting entry of data defining parameters of a current or future game to be played;

subsequently providing a choice among a plurality of game-interactive recording screens for recording data during the game defined by the parameters entered in the pre-game screens;

15 entering data in a chosen game-interactive reporting screen corresponding to an actual game of golf, and simultaneously recording the entered data in the memory of the handheld computer unit; and

20 providing post-game reports based on the data entered in the game-interactive screen.

11. A method as defined in claim 10, wherein the method further includes the step of providing one or more game-interactive advice/feedback screens.

pub 503
12. A method for recording and reporting golf information in a manner tending to increase a player's ability to improve from experience, comprising the following steps:

5 providing a handheld computer unit with a memory, generally writable display and data selection entry keys;

storing informational screens of golf play information in the memory of the handheld computer unit, the screens including data input fields corresponding to
10 the golf play information in each screen;

selectively displaying one or more of the informational screens on the display;

selecting data input fields on each displayed screen in pre-game and game-interactive modes of operation;

15 selecting from stored golf information contained in one or more chosen fields and by doing so selecting golf information for each chosen field; and

storing the selected golf information in the memory for retrieval by the user after the game in the form
20 of statistical or factual reports.

13. A method as defined in claim 12, wherein the golf information comprises golf play parameters defining the scope of a game to be played, and golf play data values defining the user's actual performance within the
25 parameters of the game.

11 ~~14~~. A method as defined in claim ~~13~~¹⁰, wherein the golf play parameters are selected and entered in the pre-game mode, and the golf play data values are selected and entered in the game-interactive mode.

5 ~~sub~~
~~FS~~ 15. A handheld apparatus for recording and reporting sports and game information in a manner tending to increase a player's ability to improve from experience, the apparatus comprising:

10 a comfortably handheld, self-contained computer unit having a memory, a power source and a generally-writable display for selectively displaying a plurality of informational screens and associated data stored in the memory;

15 a plurality of pre-game, game-interactive and post-game information screens stored in the memory of a handheld computer unit;

entry key means for changing screens in sequential fashion;

20 choice key means for non-sequential selection or changing of screens;

field select key means for choosing a particular field on a displayed screen; and

value select key means for displaying and selectively recording data in the chosen input field.

add D15
add E1

Add D10

37 add F7